

## **2007 UDOT Engineering Conference Annual Chess Tournament**

- Single elimination bracketed tournament - Limited to first 64 players
- Open Registration now by email until November 13<sup>th</sup> or front desk until 5:00 p.m. on the 13<sup>th</sup>
- Ranking to be determined randomly
- No cost to enter
- Play will be November 13<sup>th</sup> in the banquet hall area - Exhibit Hall 1 from 6:00 p.m. until 9:00 p.m. or elimination, (If necessary additional games to be held November 14<sup>th</sup> between last session and banquet)
- 20 minute timed games (10 min per player)
- Championship match to be held at lunch on the final day (November 15<sup>th</sup> 12:30 p.m.)
- Prizes and medals for top finishers
- Regulation tournament boards and clocks provided
- All levels welcome

### **Tournament rules are as follows:**

1. “Capture en passant” – If a pawn taking advantage of its right to make two steps on its first move traverses a square on which a hostile pawn could capture, the latter may capture it as if it had moved only one square.
2. “Queen-ing” - When a pawn reaches the eighth rank it is ‘promoted’ in to any piece of its own color which its player chooses, except a king. Thus it may happen that a player can have three or more rooks, bishops, knights, or queens.
3. “Castling” – The king moves two squares sideways in either direction laterally and the rook toward which it moves is placed on the square the king has skipped. Castling is allowed if and only if neither the king nor the rook concerned have moved before, if there is no piece between the king and rook, and if the square skipped by the king or the square on which he lands does not lie in the path of a hostile man (cannot be attacked).
4. “Check” – It is customary, but not obligatory, to call check when attacking the king. Should the opponent overlook the check and make a move which does not defend it he must take back the move and make another which protects the king, if possible with the same man.
5. Illegal moves – If an illegal move is made (i.e. one that puts his own king in check) the offending player must make a move with the same piece with which he has made the illegal move provided this is possible. After castling illegally a player must move his king only if this is possible without placing him in check.
6. “Fingering a Piece” – If a player having the move touches one of his men the piece must be moved, if he touches a hostile piece he must capture it provided in either case that the piece can be properly moved or captured. So long as the hand has not been withdrawn from the piece to be moved, the latter can be placed on any accessible square. If a piece needs adjusting the player must apprise his opponent by saying “**I’m adjusting this**” before touching the man. When castling the player must move the king first.
7. When a players time has expired the game ends and the player with remaining time wins. If a player forgets to push his button to end his turn the time is lost and the clock will not be adjusted. Players must use the same hand to hit the clock as was used to move the piece, and the person playing black may choose where the clock is to be placed.
8. Game Times – The clock will be set to 20 minutes (10 minutes per player) the player who loses his time loses the game, no exceptions.
9. “Stalemate” – When a player cannot make any move which without placing his king in check and he is not in check at the time of the move the game is drawn. A game is also drawn when a player is able to check an opponent incessantly by a repetition of a series of moves. If the same position recurs three times with the same player on the move that player may claim a draw. The 50 move rule does not apply. A stalemate/drawn game will be decided by piece count, or when pieces are equivalent, by time.
10. Spectators – May not influence games in any way and must remain silent during play. Do not call out moves, point, groan, or signal players in any way. Any of the *players* may influence the game in any way, talking, standing up and walking out, throwing themselves on the floor in a screaming tantrum, etc., this is all part of the game (or should be) and any smack or psychological techniques are strongly encouraged.

Any questions about rules can be directed to Jace Mecham at [jmecham@utah.gov](mailto:jmecham@utah.gov)